

Creating a sequence

AE-04-1189

Placing cues in a sequence

Cues recorded onto the Direct-to-Disk are placed onto EDL-type sequencer tracks which can be synced to film or video.

Sequencer tracks can also contain musical notes recorded directly into the sequencer, although they cannot be mixed on the same track with cues.

Placing cues

Cues are placed onto sequencer tracks using the Cue Directory, Cue Editor or Cue Trim panels to create a list of events. They can be placed by their sync time, by chaining one cue to another, by dropping them in on the fly or by manually locating the right time.

Moving, deleting or replacing events is quick and instantaneous. You can hear the result of a sequence edit immediately.

Once the list of events has been created, you can fine-tune the sequence from the Event List Editor panel for exact synchronization.

Crossfade limitations

When two (or more) cues in a sequence overlap and one fades out while the other fades in, a crossfade occurs.

If you are configured for two tracks per drive, you can crossfade two cues from the same drive. If you are configured for four tracks per drive, you can crossfade a total of four cues from the same drive. Since only one cue can be triggered out an output at a time, all crossfades are the result of summing in the composite audio buss or in the external console.

Currently, there are certain limitations when triggering more than one cue simultaneously from the same Direct-to-Disk track.

- Each cue must be placed on a separate sequence track.
- Each sequence track must be routed to a different individual output.
- Each sequence track must be routed to one of the outputs currently assigned to the drive containing the Direct-to-Disk track on which the cues were recorded.

Placing cues by sync time

You can place cues by the sequence time to which the cue is synced using either the Cue Editor or the Cue Directory.

Cue synchronization

Each cue has a **sync time**, the sequence time to which the cue is synchronized for playback. You can synchronize any part of the cue using the following selections.

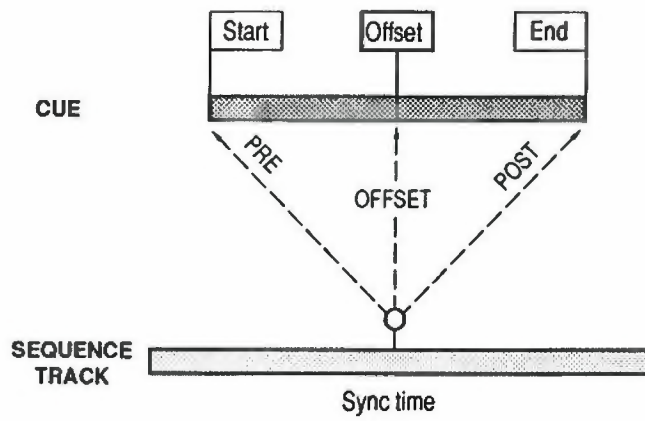
- | | |
|---------------|--|
| Pre | The start of the cue is the sync time. |
| Post | Used for backtiming. The sync time is offset by the length of the cue. |
| Offset | The sync time is offset by a given amount. |

You assign a sync time using the sync fields and buttons in the lower left corner of the Cue Editor panel.

1. Enter or Take the sequence time to which the cue is synced using the sync time field.

(If you want all cues to have the same sync time, click the small box under the "L" at the end of the sync time field. The sync time is now locked and remains the same for all cues.)

2. Enter the track number on which you want the cue placed in the TRK field.
3. Step the Sync switch to Pre, Post or Offset. If you set the switch to Offset, proceed to Step 4.
4. In the Edit time field, enter the cue time you want synced to the sequence or move the Edit icon.



Sync times

Placing cues by sync time (con't)

Sync: Pre		Audit	
<input checked="" type="checkbox"/>	00:23:15:29.06	L	<input type="checkbox"/>
PLACE IN SEQ	REPLACE IN SEQ	TRK: 1	

Syncing cues from the Cue Editor

Once your synchronization parameters have been set, you can place the cue in the sequence.

- Click the PLACE IN SEQ button.

The cue is placed in the sequence.

You can continue to edit the cue's In or Out times or Duration from the Cue Editor panel. You can then replace the cue in the sequence, without saving it first.

- Click the REPLACE IN SEQ button.

The last cue placed in the sequence is replaced with the new version.

Auditioning a cue in a sequence

You can hear what the cue will sound like in the sequence before placing it by using the **Audit** button on the Cue Editor panel.

1. Display the Cue Editor and the Sequencer Motion Control panels.
2. Recall a cue.
3. Enter the track number on which you want the cue placed in the TRK field on the Cue Editor.
4. Click the Audit button.
5. Click the START button on the Sequencer Motion Control panel.

You hear the sequence play with the cue included.

6. Click the Audit button on the Cue Editor panel again to turn off the audition function.

Placing cues by sync time (con't)

Syncing cues from the Cue Directory

You can place a cue by its sync time from the Cue Directory.

1. Display the Cue Directory panel.
2. Click the SYNC command at the bottom of the panel.
3. Enter the track on which you want the cue to be placed into the dialog.*
4. Click the cue you want placed in the sequence.

* When checkerboarding cues, you can quickly increment or decrement the sequencer track number by holding the Command or Option key down and clicking in the panel.

Replacing a cue using the Cue Directory

You can replace a cue in the sequence with another cue and sync time using the Cue Directory and the Event List Editor panels.

1. In the Cue Directory, click the DRAG command at the bottom of the panel, if it is not already lighted.
2. Step the DRAG mode to the following.

DRAG REPLACE and SYNC

3. Click and hold the replacement cue in the Cue Directory.
4. Drag the new cue on top of the old cue in the Event List Editor.
5. Release the button.

The old cue is removed. The new cue appears at its own sync time.

Chaining cues

You can place cues in a sequence by chaining them together. Each cue in the chain follows immediately after the other. In this case, any preset sync times become irrelevant.

Chaining cues in a sequence

You chain cues using the Cue Directory panel.

1. Click the CHAIN command at the bottom of the Cue Directory panel.
2. Enter the track number on which you want the chain to be built.
3. Click the cues in the order in which you want them chained.

The chain is displayed in the Event List Editor panel.

CUE DIRECTORY									
Sort By Name	Format 3 Columns			Function Recall & Play :			Poly	Display Curr Pre	
ANNOUNCER01	ANNOUNCER02			ANNOUNCER03					
OPENING THEME									
Cue Place:	OFF	SYNC	CHAIN	REAL	On Track : 1		Delete	Cues: 14	

The Cue Directory panel

Chaining cues (con't)

Inserting a cue into a chain

You can insert a new cue into a chain by dragging it from the Cue Directory to the Event List Editor panel.

1. In the Cue Directory, click the DRAG command at the bottom of the panel, if it is not already lighted.
2. Step the DRAG selection to the following.

DRAG INSERT in CHAIN

3. Click and hold the cue you want to insert.
4. Drag the new cue to the position in the Event List Editor where you want to insert it.
5. Release the button.

The cue is inserted and becomes a part of the chain. All cues past the inserted cue slide down in the events lists by the length of the inserted cue.

Replacing a cue in a chain

You can replace a cue in a chain with another cue using the Cue Directory and the Event List Editor panels.

1. In the Cue Directory, click the DRAG command at the bottom of the panel, if it is not already lighted.
2. Step the DRAG selection to the following.

DRAG REPLACE in Chain

3. Click and hold the cue you want to place in the sequence.
4. Drag the new cue on top of the cue you want to replace.
5. Release the button.

The new cue replaces the old cue in the chain. The other cues adjust up or down in the chain.

Placing a cue in real time

You can place a cue on the fly onto a sequencer track

Placing a cue in real time

A cue can be placed in real time while the sequence is playing using the Cue Directory and the Sequencer Motion Control panels.

1. In the Cue Directory, click the REAL command at the bottom of the panel.
2. Type the track number on which you want the cue to be placed into the dialog.
3. Click the START button on the Sequencer Motion Control panel to start the sequence.
4. In the Cue Directory, click on each cue when you want it placed in the sequence.

The cues are placed in the sequence when you click the trackball button. *

5. Click the STOP button on the Sequencer Motion Control panel to stop the sequence.

* The first 250 milliseconds of the cue are not heard when you place the cue. You can hear the entire cue when you play back the sequence.

CUE DIRECTORY

Sort By Name	Format 3 Columns	Function Recall & Play : Poly	Display Curr Proj	▲
ANNOUNCER01	ANNOUNCER02	ANNOUNCER03		
OPENING THEME				
Cue Place:	OFF	SYNC	CHAIN	REAL
On Track :		Delete	Cues: 14	▼

The Cue Directory panel

SEQUENCER MOTION CONTROL

START	STOP	CONT	REW	FORWD	MD RECD	MD PUNCH	MD LOCATE	TRACK	DELETE	RENAME	STORE	RECALL	Name:	P
01	02	03	04	05	06	07	08	09	10	11	12	13	14	15
16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
LOCATOR														00:00:00:00.00
STORE														TRIGOFF

The Sequencer Motion Control panel

Placing a cue manually

You can drag a cue from the Cue Directory or the Cue Editor to the Event List Editor panel and manually place it at the time you want the event to occur.

Dragging a cue

Dragging is a quick and easy way to place a cue in a sequence using the Cue Directory or the Cue Editor and the Event List Editor panels. The DRAG command only appears when the Event List Editor panel is displayed.

1. In the Cue Directory, click the DRAG command at the bottom of the panel, if it is not already lighted.
2. In either the Cue Directory or the Cue Editor, click and hold the cue name of the cue you want placed in the sequence.
3. Drag the cue to the desired sequence track and time in the Event List Editor.
4. Release the button.

The name of the cue and its start time in the sequence are displayed.

CUE EDITOR

VOX 10 Proj: 1. Various Voices P

00:03:10.23.13 SHOW EDIT

01:02 03 04
05 06 07 08
09 10 11 12
13 14 15 16

IN OUT

0.5 2.0 5.0 SHOW WAVE

Block Save PREVIEW SLIDE

Sync: Pre Audit

00:23:15:29.06 L

Place Tk: 1 Mode

REEL A REEL B REEL C REEL D EXCHANGE CHAIN PASTE EXTRACT

REEL E REEL F REEL G REEL H FILL SLIDE

LEADER DISPLACE AUDIO RENAME DELETE CUE RECALL TRANSFER TO POLY

In 00:03:10.23.13

Dur 00:00:03.09.12

Edit 00:00:00.00.00

Len 00:00:00.00.00

The Cue Editor panel

CUE DIRECTORY

Sort By Name Format 3 Columns Function Recall & Play : Poly Display Curr Proj

ANNOUNCER01	ANNOUNCER02	ANNOUNCER03
OPENING THEME		

Cue Place: DRAG SYNC CHAIN REAL REPLACE by Dragging Delete Cues: 14

The Cue Directory panel

EVENT LIST EDITOR

00:01:00:00.00 1. 100.0 4. 100.0

Event Start Time	Duration	End Time	SFX01	Duration	End Time
00:01:10:00.00			SFX01	00:00:03	00:01:13:00
00:01:56:14.00			SFX02	00:00:15	00:02:11:04
00:02:15:00.00	VoiceOver01 00:00:34	00:02:49:23			
00:02:35:00.00	VoiceOver02 00:00:23	00:02:58:01			
00:02:56:00.00			SFX03	00:01:02	00:03:58:00
00:03:47:00.00			SFX04	00:00:04	00:04:34:25
00:04:26:22.00			SFX05	00:00:23	00:04:46:00
00:06:35:00.00	VoiceOver03 00:00:15	00:06:50:12			
00:08:48:00.00			SFX06	00:00:02	00:08:50:05
00:08:56:00.00	VoiceTag01 00:00:10	00:09:06:06			

Sel Display Contents Select Time Format Sel Edit Features Select Tracks Verify Add Note -- Add Note + Add End Lp Add RTE Down Events Move Copy Play From

The Event List Editor panel

Placing a cue manually (con't)

Replacing a cue

You can replace a cue in the sequence with another cue from the Cue Directory.

1. In the Cue Directory, click the DRAG mode at the bottom of the panel, if it is not already lighted.
2. Step the DRAG selection to the following.

DRAG REPLACE by Dragging
3. Click and hold a cue you want to place in the sequence.
4. Drag the new cue on top of the cue you want to replace in the Event List Editor.
5. Release the button.

The old cue is replaced by the new cue at the same sync time.

CUE DIRECTORY							
Sort By Name		Format 3 Columns		Function Recall & Play : Poly		Display Curr Proj	
ANNOUNCER01		ANNOUNCER02		ANNOUNCER03			
OPENING THEME							
</							

The Cue Directory panel

EVENT LIST EDITOR											
00:01:00:00.00	<input type="checkbox"/>	1.	VideoDepth	100.0		<input type="checkbox"/>	4.	Audio	100.0		
Event Start Time			Duration	End Time				Duration	End Time		
00:01:10:00.00								SFX01	00:00:03	00:01:13:00	
00:01:56:14.00								SFX02	00:00:15	00:02:11:04	
00:02:15:00.00			VoiceOver01	00:00:34	00:02:49:23						
00:02:35:00.00			VoiceOver02	00:00:23	00:02:58:01						
00:02:56:00.00								SFX03	00:01:02	00:03:58:00	
00:03:47:00.00								SFX04	00:00:04	00:04:34:25	
00:04:26:22.00								SFX05	00:00:23	00:04:46:00	
00:06:35:00.00			VoiceOver03	00:00:15	00:06:50:12						
00:08:48:00.00								SFX06	00:00:02	00:08:50:05	
00:08:56:00.00			VoiceTag01	00:00:10	00:09:06:06						
Set Display	Select Time	Set Edit	Select	Verify		Add Note	Add Ind Lp	Delete	Move	Play	
Contents	Format	Features	Tracks			Add Note +	Add RTE	Events	Copy	From	

The Event List Editor panel

Placing a cue from the optical disk

Once a sound file from an optical disk has been transferred to the Direct-to-Disk, you can place the new cue onto a sequence track using the same Optical Transfer panel.

For more information on transferring sound files from the optical disk to the Direct-to-Disk, see the *Audio Recording* manual.

Placing a cue in the sequence

The current cue (the copied sound file) can be placed in the sequence at a specified track and time using the Optical Transfer panel in the full-size mode.

1. In the Optical Transfer panel, enter the sequence time and track at which you want to place the cue into the dialog at the bottom of the panel.
2. If you want to audition the cue in the sequence before placing it, click the **Audit** button. (The Direct-to-Disk track containing the transferred cue must be set to Cue Playback mode.)

If you play the sequence now, the cue will trigger in the sequence without being placed.

3. When you are ready to place the cue in the sequence, click the **PLACE** button.

OPTICAL TRANSFER

Contents of Volume SOUNDEFX0001

ANIMALS:MAMMALS:

ANIM0001 ANIM0002 ANIM0003 ANIM0004 ANIM0005 ANIM0006 ANIM0007 ANIM0008
 ANIM0009 ANIM0010 ANIM0011 ANIM0012 ANIM0013 ANIM0014 ANIM0015 ANIM0016

ANIMALS:FISH:

FISH0001 FISH0002 FISH0003 FISH0004 FISH0005 FISH0006 FISH0007 FISH0008
 FISH0009 FISH0010 FISH0011 FISH0012

ANIMALS:HUMANS:

LOAD VOL DISPLAY COPY RETAKE PLACE on 1 at 0.000 Audit

*The Optical
Transfer panel*

Saving and replacing cues in a sequence

You can save an edited cue and replace it in a sequence at the same time.

Saving and replacing a cue

You can edit a cue that has been placed in the sequence and change the source cue in the Cue Directory as well by saving the edited cue.

1. Select a cue from the Event List Editor.
2. Edit the cue from the Cue Editor.
3. Click the Save button in the Cue Editor.

If the cue has been placed in the sequence **only once**, the following dialog appears. (See warning below.)

Also replace cue in sequence? [YES] [NO] [CANCEL]

4. Click [YES] if you want the cue automatically changed in the sequence and in the Cue Directory.

Click [NO] if you want only the cue in the Cue Directory changed.

WARNING: When you click the Save button, different results will occur if the cue has been placed **more than once** in the sequence. If you have trimmed the In or Out points of the cue, the sequence will remain unchanged. If you have changed the cue using a Cue Editor command, such as CUT or PASTE, the change will affect all cues with that name in the sequence. You may get unexpected results. It is not recommended that you complete this operation.

Editing and saving cues

Any editing which can be performed from the Event List Editor, such as changing the In and Out times or the Duration of a cue, can be performed without changing the cue as it is stored in the Cue Directory. You are not required to save the cue before placing or replacing it in the sequence.

Although, if you have performed any of the following edits on a cue, the cue **must be saved** before it can be placed in the sequence.

- Change the name of the cue.
- Edit the length of the cue using a Cue Editor command, such as CUT or PASTE. (See the warning on the previous page.)
- Change the Direct-to-Disk tracks of the original cue.